be made based on user input. For example, a user may supply the electronic device with input specifying a desired color or other appearance attribute.

[0023] Illustrative electronic devices that may be provided with adjustable decoration are shown in FIGS. **1**, **2**, **3**, and **4**.

[0024] FIG. **1** shows how electronic device **10** may have the shape of a laptop computer having upper housing **12**A and lower housing **12**B with components such as keyboard **16** and touchpad **18**. Device **10** may have hinge structures **20** that allow upper housing **12**A to rotate in directions **22** about rotational axis **24** relative to lower housing **12**B. Display **14** may be mounted in upper housing **12**A. Upper housing **12**A, which may sometimes referred to as a display housing or lid, may be placed in a closed position by rotating upper housing **12**A towards lower housing **12**B about rotational axis **24**.

[0025] FIG. **2** shows how electronic device **10** may be a handheld device such as a cellular telephone, music player, gaming device, navigation unit, or other compact device. In this type of configuration for device **10**, housing **12** may have opposing front and rear surfaces. Display **14** may be mounted on a front face of housing **12**. Display **14** may, if desired, have openings for components such as button **26** or button functions can be implemented using touch sensors, force sensors, and/or other sensors under display **14**. Openings may also be formed in display **14** to accommodate a speaker port (see, e.g., speaker port **28** of FIG. **2**).

[0026] Electronic device **10** may be a tablet computer, a wristwatch device, a wearable device (e.g., a head-mounted device), or other device. For example, device **10** of FIG. **3** may be a small portable device such as a wristwatch or other wearable device. A strap may be attached to device **10** to allow device **10** to be worn on the hand or head of a user. In some configurations, device **10** may be a head-mounted device (e.g., a helmet, goggles, glasses, etc.). As shown in FIG. **3**, electronic device **10** may, in some configurations, have a housing (e.g., housing **12**) with opposing planar front and rear surfaces (e.g., in configurations in which device **10** is a tablet computer). Display **14** may be mounted on the front surface of housing **12**. In some configurations, display **14** may have an opening to accommodate a component such as button **26** (as an example). In head-mounted devices and other wearable devices, housing **12** may be configured to be worn by a user on the user's head (e.g., housing **12** may be configured to form a head-mounted support structure or other support structure enabling device **10** to be worn by a user).

[0027] FIG. **4** shows how electronic device **10** may be a computer display or a computer that has been integrated into a computer display. With this type of arrangement, housing **12** for device **10** may be mounted on a support structure such as stand **30** or stand **30** may be omitted (e.g., to mount device **10** on a wall). Display **14** may be mounted on a front face of housing **12**.

[0028] The illustrative configurations for device **10** that are shown in FIGS. **1**, **2**, **3**, and **4** are merely illustrative. In general, electronic device **10** may be a laptop computer, a computer monitor containing an embedded computer, a tablet computer, a cellular telephone, a media player, or other handheld or portable electronic device, a smaller device such as a wristwatch device, a pendant device, a headphone or earpiece device, or other wearable or miniature device (e.g., glasses, goggles, other head-mounted equipment, etc.), a television, a computer display that does not contain an embedded computer, a gaming device, a navigation device, an embedded system such as a system in which electronic equipment with a display is mounted in a kiosk or automobile, equipment that implements the functionality of two or more of these devices, or other electronic equipment.

[0029] Housing **12** of device **10**, which is sometimes referred to as a case, may be formed of materials such as plastic, glass, ceramics, carbon-fiber composites and other fiber-based composites, metal (e.g., machined aluminum, stainless steel, or other metals), other materials, or a combination of these materials. Device **10** may be formed using a unibody construction in which most or all of housing **12** is formed from a single structural element (e.g., a piece of machined metal or a piece of molded plastic) or may be formed from multiple housing structures (e.g., outer housing structures that have been mounted to internal frame elements or other internal housing structures).

[0030] Display **14** may be a touch sensitive display that includes a touch sensor or may be insensitive to touch. Touch sensors for display **14** may be formed from an array of capacitive touch sensor electrodes, a resistive touch array, touch sensor structures based on acoustic touch, optical touch, or force-based touch technologies, or other suitable touch sensor components.

[0031] Display **14** for device **10** includes display pixels formed from liquid crystal display (LCD) components, light-emitting diodes (e.g., organic light-emitting diodes or light-emitting diodes formed from individual crystalline semiconductor dies), electrophoretic display components, or other suitable image pixel structures.

[0032] A display cover layer may cover the surface of display **14** or a display layer such as a color filter layer or other portion of a display may be used as the outermost (or nearly outermost) layer in display **14**. The outermost display layer may be formed from a transparent glass sheet, a clear plastic layer, or other transparent member.

[0033] A schematic diagram of device **10** showing illustrative components that may be used in device **10** is shown in FIG. **5**. As shown in FIG. **5**, electronic device **10** may have control circuitry **32**. Control circuitry **32** may include storage and processing circuitry for supporting the operation of device **10**. The storage and processing circuitry may include storage such as hard disk drive storage, nonvolatile memory (e.g., flash memory or other electrically-programmable-read-only memory configured to form a solid state drive), volatile memory (e.g., static or dynamic random-access-memory), etc. Processing circuitry in control circuitry **32** may be used to control the operation of device **10**. The processing circuitry may be based on one or more microprocessors, microcontrollers, digital signal processors, baseband processors, power management units, audio chips, application specific integrated circuits, etc. Control circuitry **32** may include radio-frequency transceiver circuitry, antennas, and/or other communications circuitry for forming communications links between device **10** and external equipment (e.g., wired links, wireless links such as cellular telephone lines, wireless local area network links, Bluetooth® links, etc.). Satellite navigation system receiver circuitry in control circuitry **32** may be used to gather information on the geographic location of device **10**. Location information can also be gathered using information on wireless local area network connections, cellular telephone